

FIG. 1

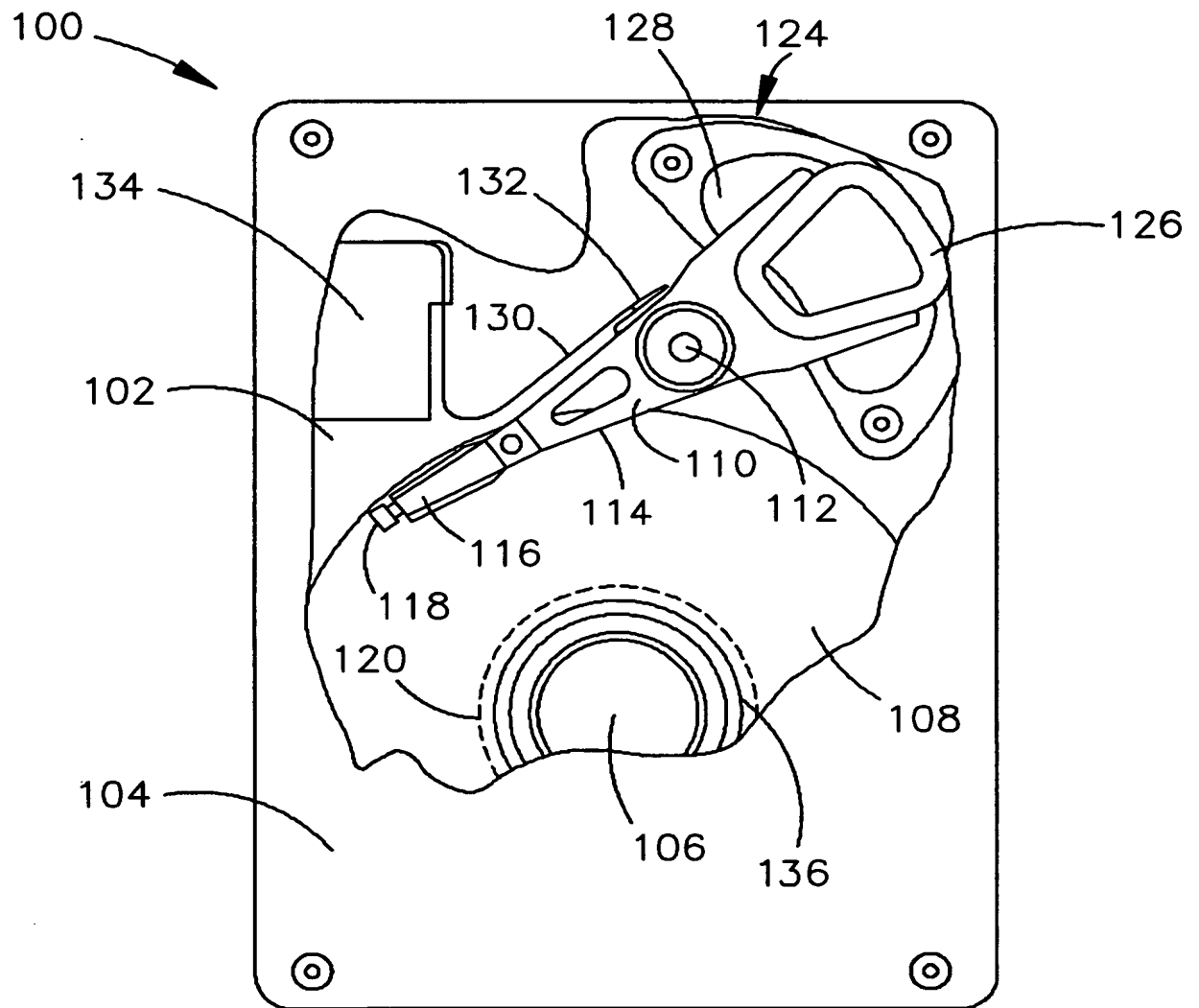


FIG. 1

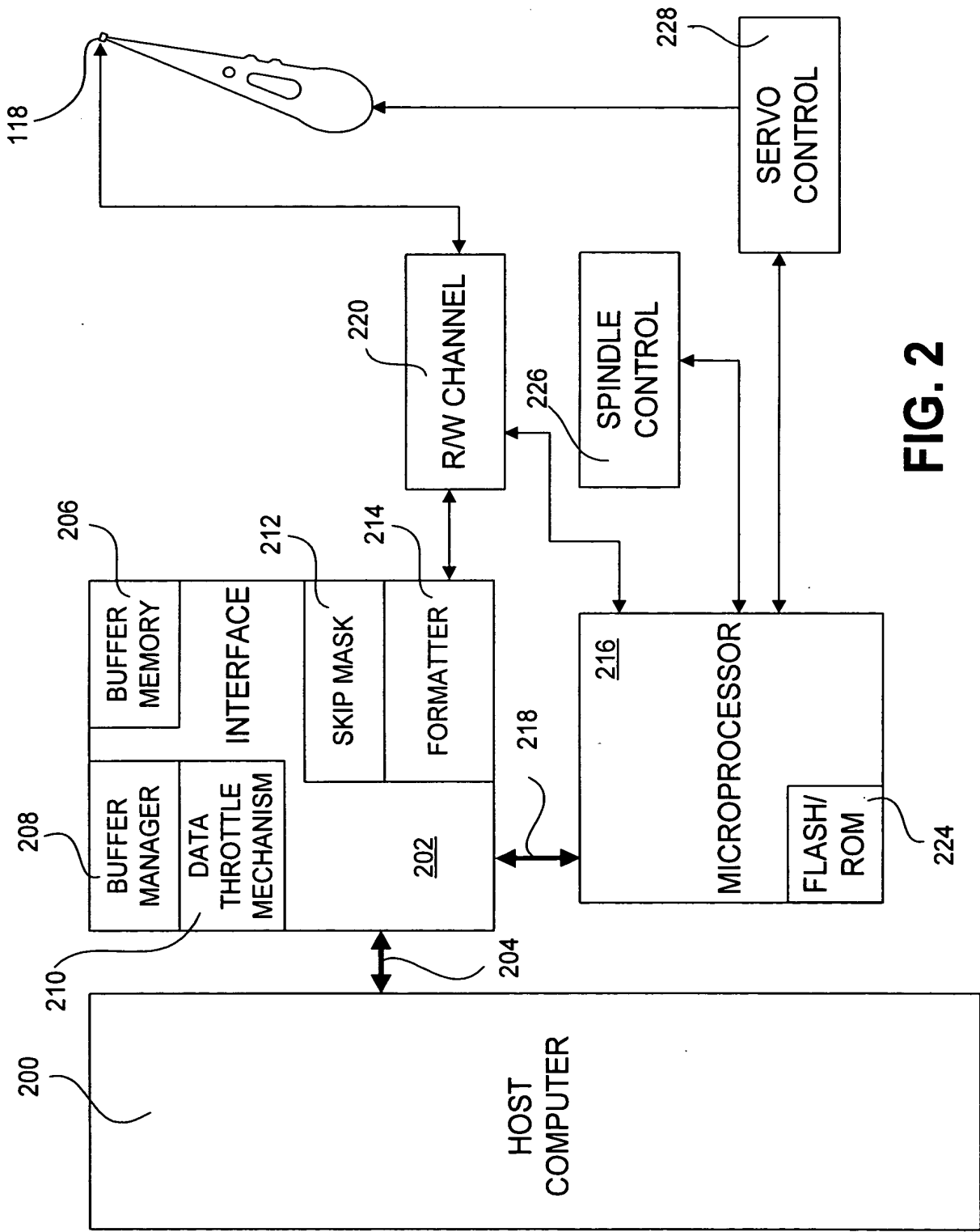


FIG. 2

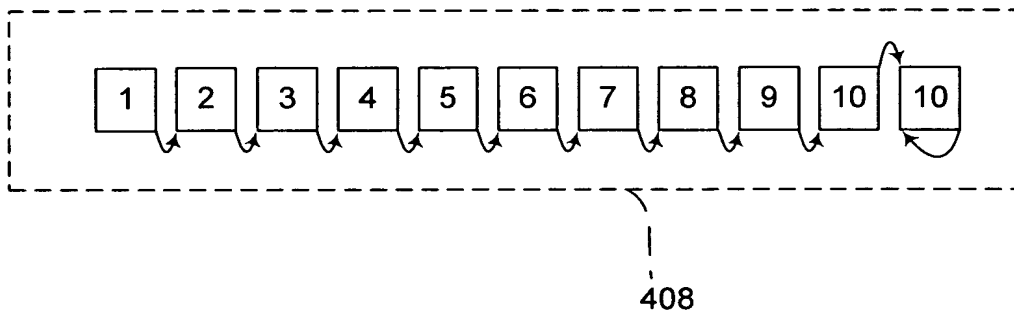
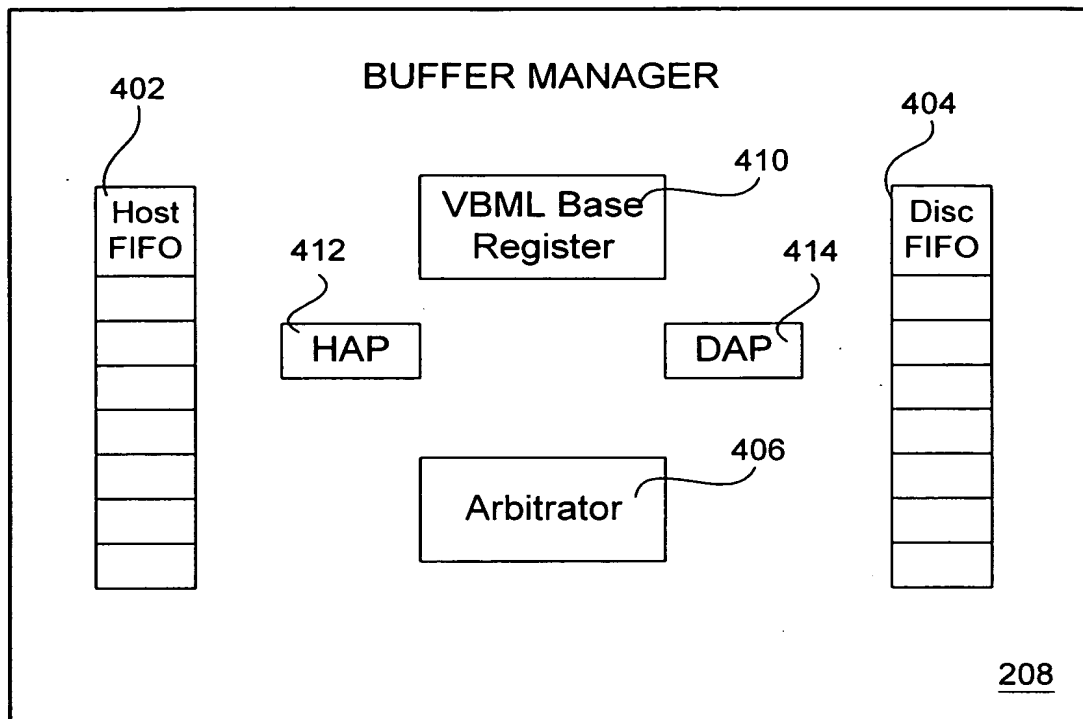


FIG. 4

The diagram illustrates a disk layout and the generation of a skip mask. At the top, a table represents the disk layout with columns for Cylinder, Head, Sector, and Count. The sectors are numbered 1 through 6, and the count for each is 1. The layout is as follows:

#	CYLINDER	HEAD	SECTOR	COUNT
1	10	0	10	1
2	10	0	2	1
3	10	0	8	1
4	10	0	4	1
5	10	0	14	1
6	10	0	6	1

Below the table, a "SKIP MASK" is shown as a sequence of bits: 0 1 0 1 0 1 0 1 0 0 0 1 0 0 0 0 ... 0 0 0. The bits are indexed from 3 to 127. The "SKIP MASK" is generated by taking the sector number from each row of the table and setting the corresponding bit to 1. For example, sector 10 sets bit 10 to 1, sector 2 sets bit 2 to 1, sector 8 sets bit 8 to 1, sector 4 sets bit 4 to 1, sector 14 sets bit 14 to 1, and sector 6 sets bit 6 to 1. The "MASK POINTER" is shown as a sequence of bits: 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 ... 0 0 0. The "MASK POINTER" is used to point to the next bit in the "SKIP MASK" that is set to 1.

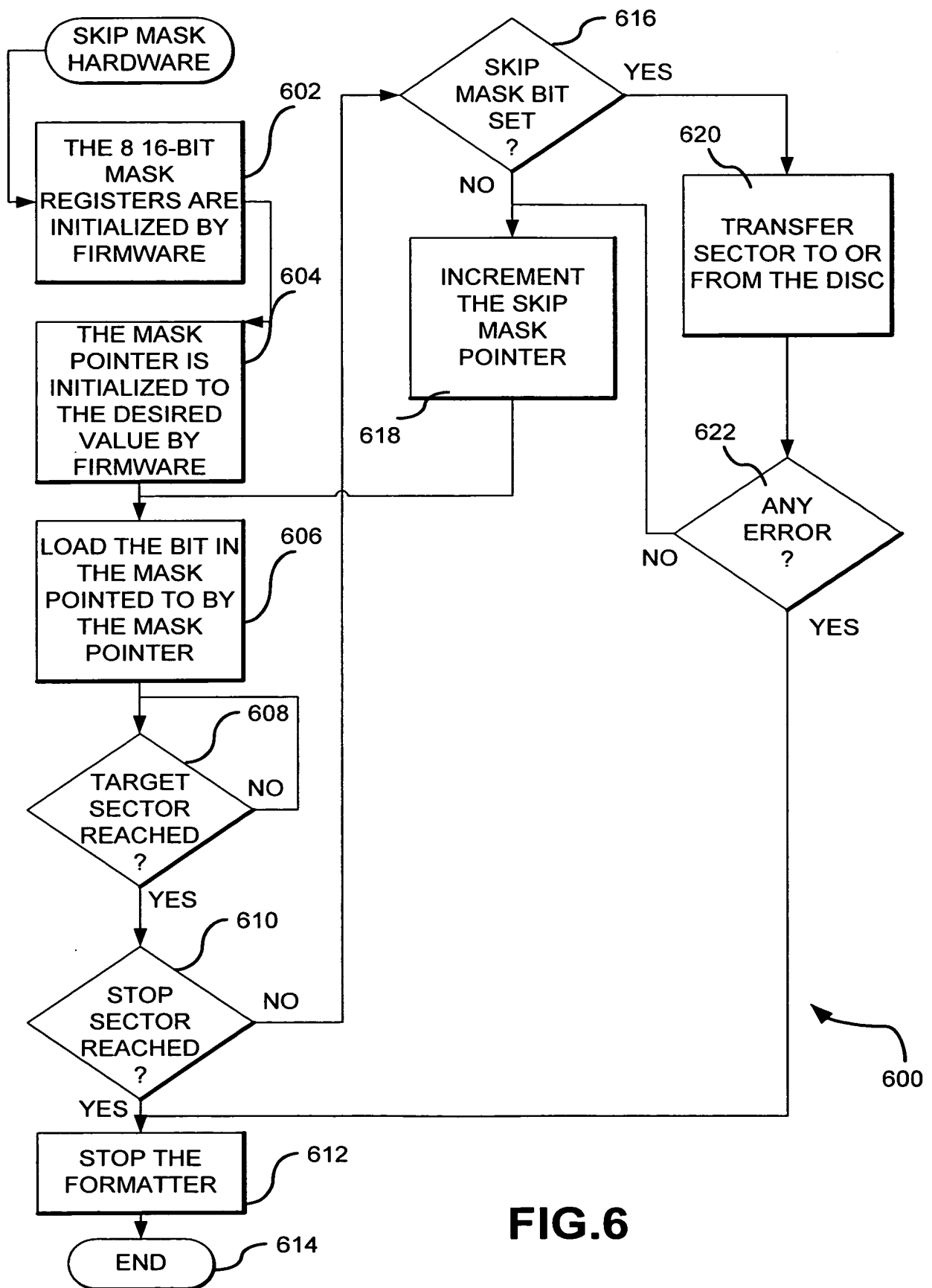


FIG.6

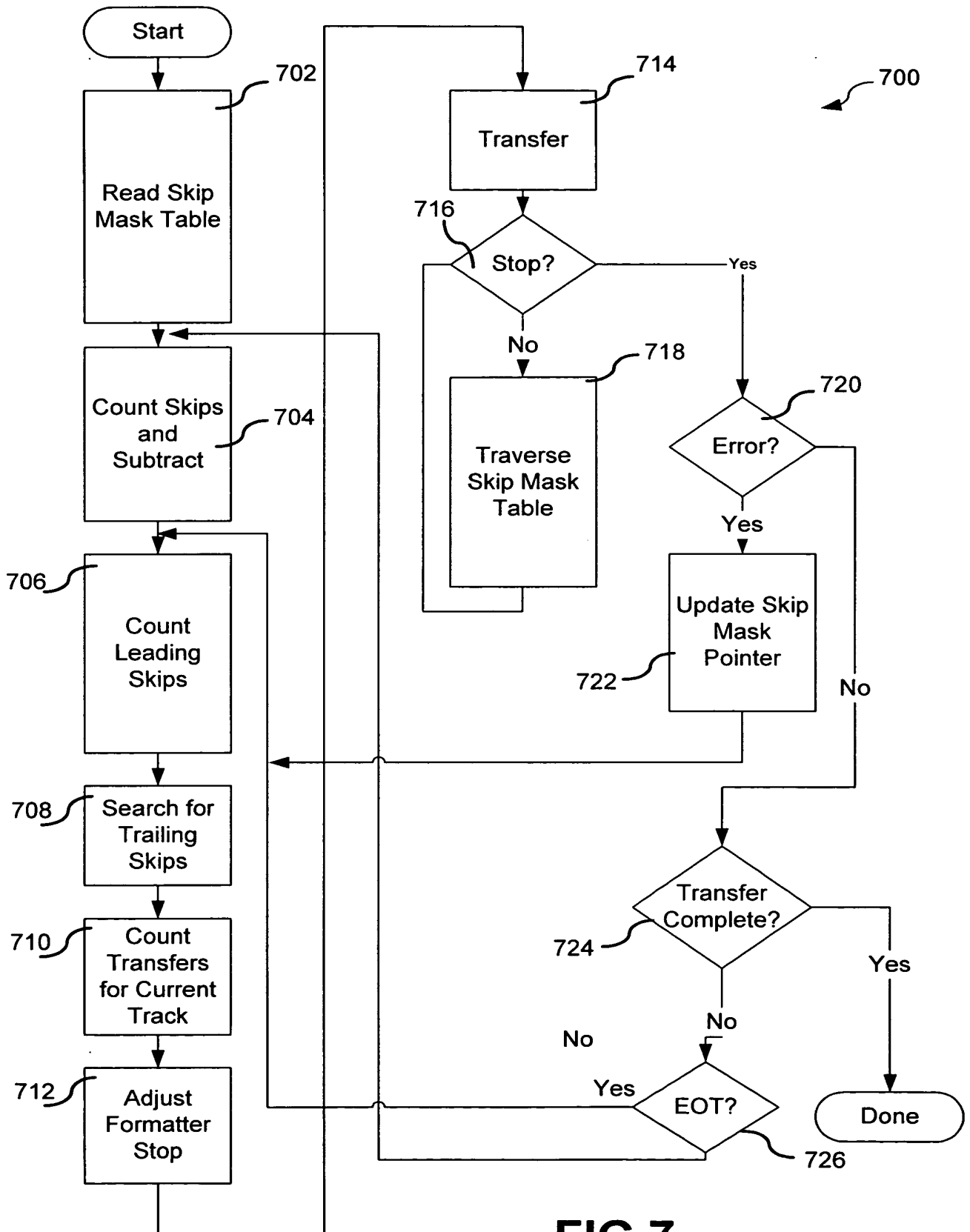


FIG.7

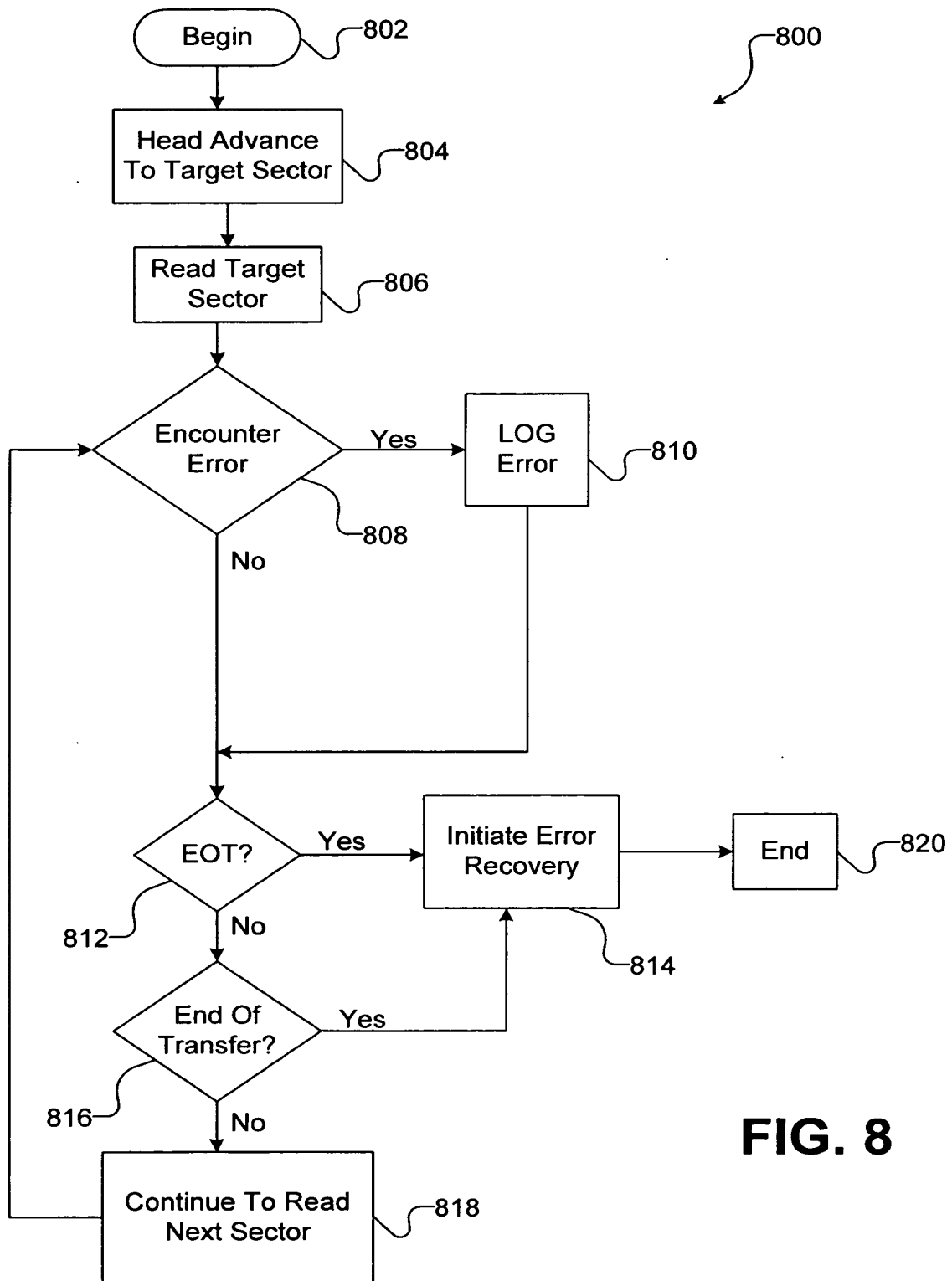
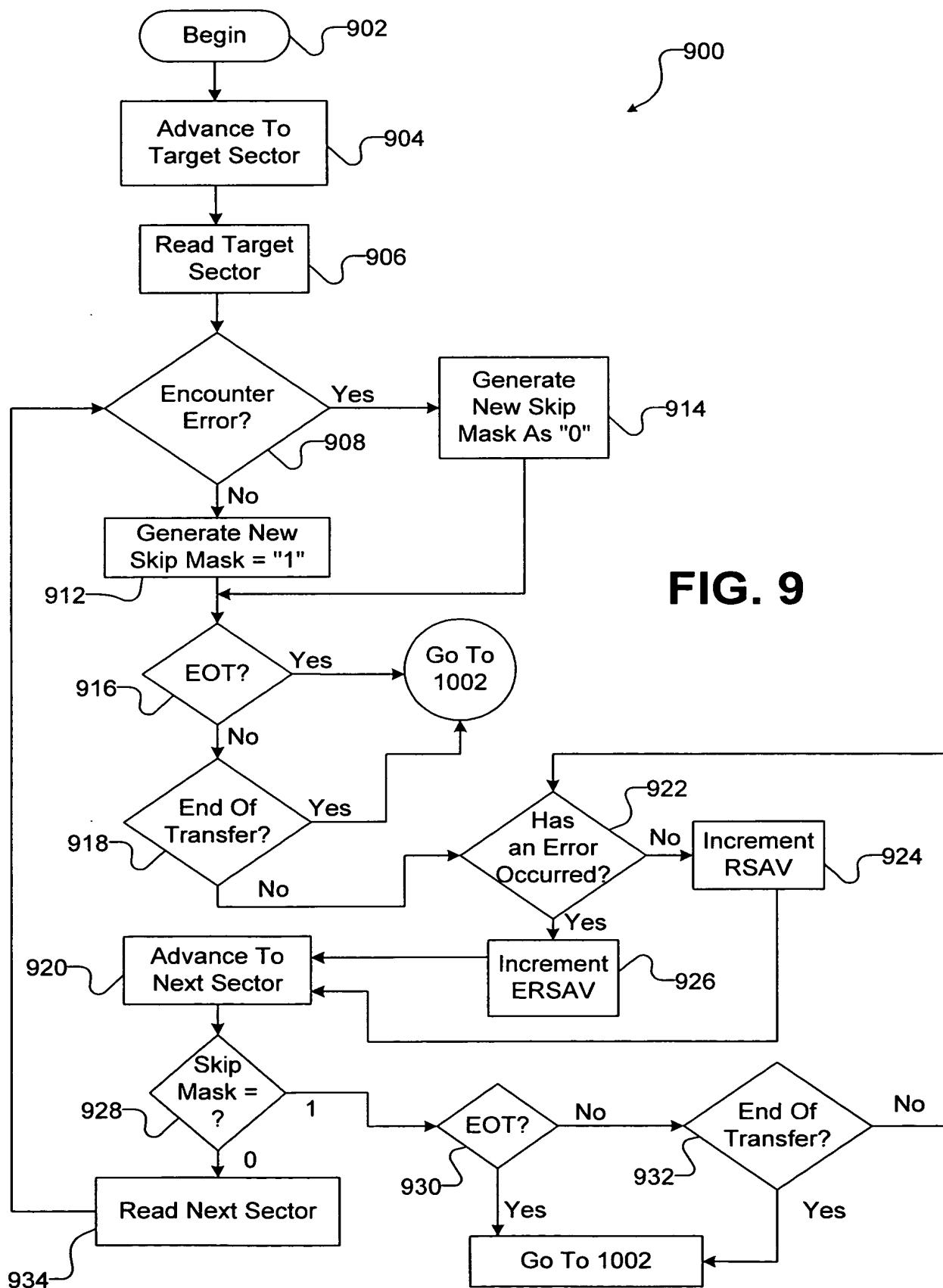


FIG. 8



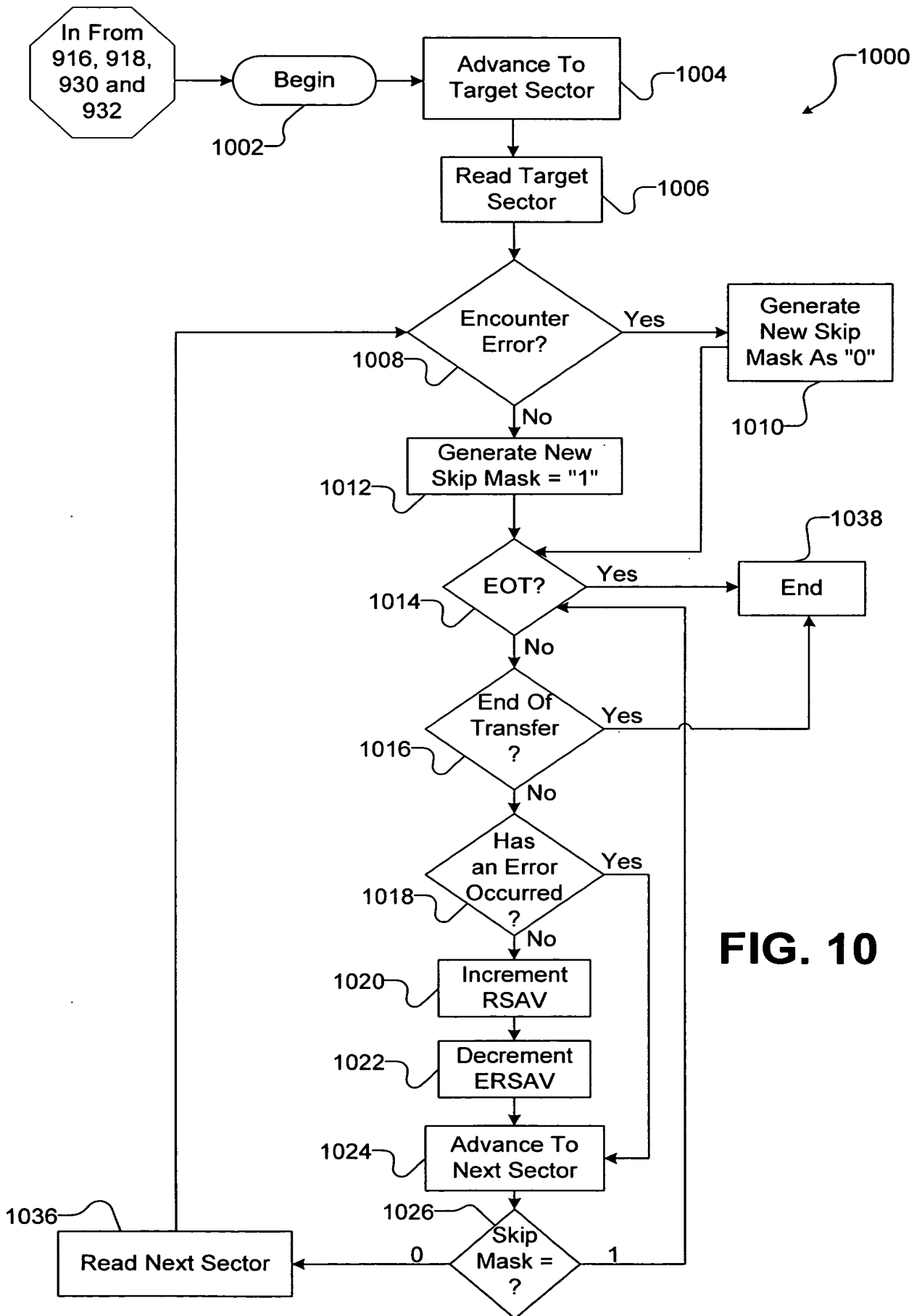


FIG. 10

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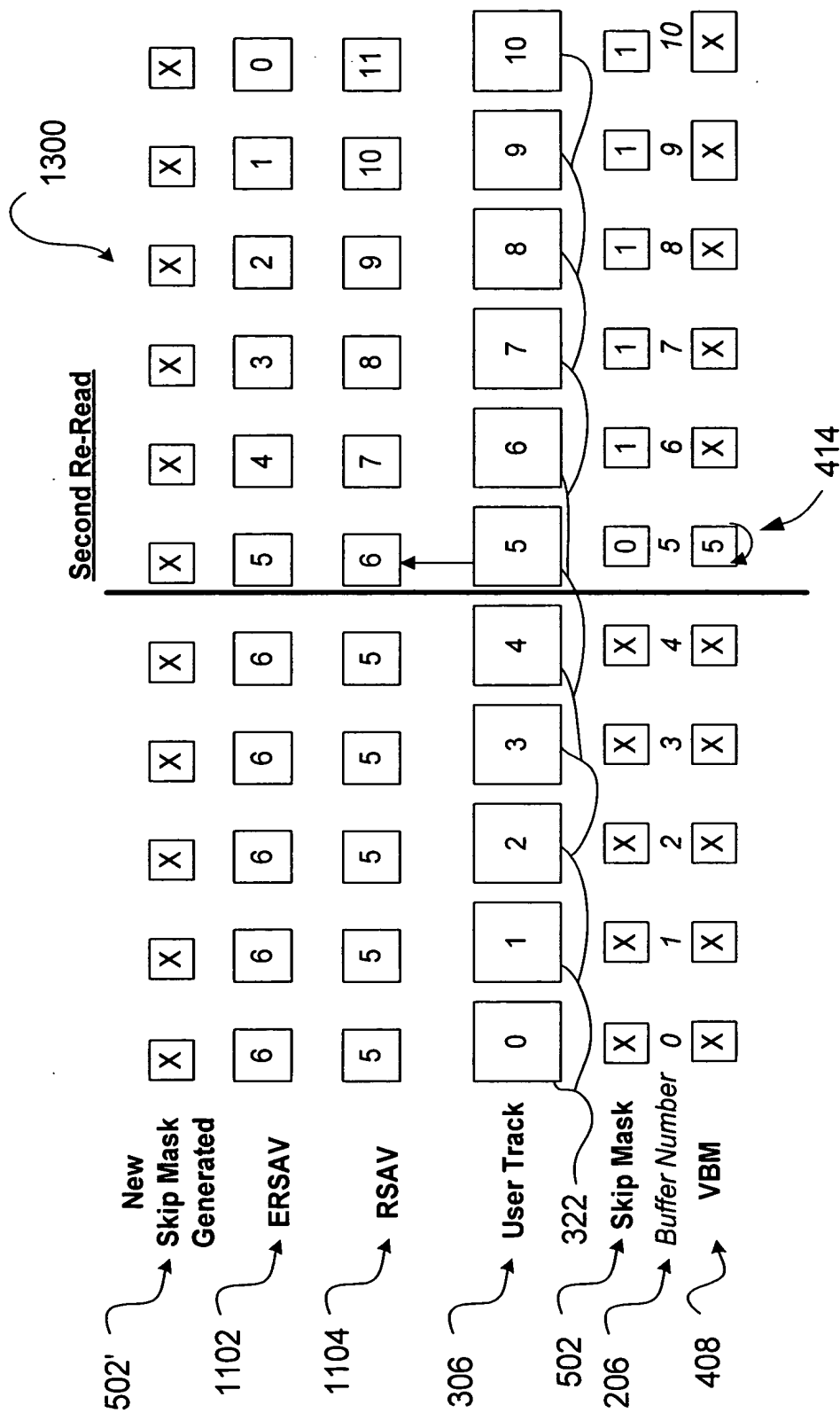


FIG. 13